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Flag[5] is chosen in range 1..100 upon starting a new run. It is afterwards written to the 'fun' variable in the undertale.ini file.

Requirements	Results
<ul style="list-style-type: none"> Fun: 65 Flag[5]: 65 Chance: .5 	room_tundra3A (47) will send to room_soundtest (270). Fun and flag[5] will be set to 0.
<ul style="list-style-type: none"> Fun: 56 Flag[5]: 56 	The crossword puzzle in room_tundra9 (55) will be in "nightmare mode".
<ul style="list-style-type: none"> Fun: 66 Flag[5]: 66 	When moving to the room right of room_water_savepoint1 (94), you will end up in room_water_fakehallway (268). Fun and flag[5] will be set to 0. The room has a .1 chance of spawning the grey door to room_mysteryman (271).
<ul style="list-style-type: none"> Flag[5]: less than 80 or greater than 89 murderlv: less than 8 	The NPC "clamgirl" will appear in room_water_friendlyhub (116).
<ul style="list-style-type: none"> Flag[5]: 61 Fun: 61 Flag[7]: 0 (the final fight must not have been completed) Chance: .2 	The NPC "gaster_follower_a" will appear in room_fire_elevator_r1 (156). Fun and flag[5] will be set to 0.
<ul style="list-style-type: none"> Flag[5]: 62 Fun: 62 Flag[7]: 0 (the final fight must not have been completed) 	The NPC "gaster_follower_b" will appear in room_fire_elevator_l3 (169). Fun and flag[5] will be set to 0.

<ul style="list-style-type: none"> completed) • Chance: .5 • murderlv: less than 12 	
<ul style="list-style-type: none"> • Flag[5]: 63 • Fun: 63 • Flag[7]: 0 (the final fight must not have been completed) • Chance: .5 • murderlv: less than 12 	The NPC "gaster_follower_c" will appear in room_fire_elevator_12 (168). Fun and flag[5] will be set to 0.
<ul style="list-style-type: none"> • Flag[5]: greater than 90 • Fun: greater than 90 • Flag[7]: 1 (the final fight must have been completed) 	The NPC "mkid_goner" will appear in room_water7 (91). Access it from room_water8 (92). Flag[5] will be set to 0 but the change won't be committed until you save.
<ul style="list-style-type: none"> • Flag[5]: in range 40..50 • Flag[7]: 0 (the final fight must not have been completed) • Flag[277]: 0 (the call must not have occurred before) • plot: less than 120 	In range 40..45 the sans refrigerator phone call will occur. In range 46..50 the pizza phone call will occur.
<ul style="list-style-type: none"> • Flag[5]: in range 2..39 • Flag[7]: 0 (the final fight must not have been completed) • Flag[277]: 0 (the call must not have occurred before) • plot: less than 120 	The wrong number song phone call will occur in room_tundra_dock (70).

